BUTCHER INTRO

- KINGDOM DEATH: MONSTER -

CORE GAMEPLAY ADDITION

CREDITS
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This unofficial Butcher expansion is a free, fan-made expansion created by the Content Creation Group. It should not be sold.

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Contents: 1x Story Event, 1x Rare Gear Card

Upgrade Your Core Game: Add 🕮 **Fresh Meat** to Lantern Year 3

FRESH MEAT

The stillness of the settlement is broken by the rhythmic sound of snapping tendons and tearing flesh.

Emboldened by the exhilaration of their previous kill, the hunting party tracks down the source of such a horrific noise.

Nominate 1 **returning survivor** to gain +1 courage and **Approach the Noise**. If there are no **returning survivors**, the sounds of slaughter quickly turn to silence, unnerving the settlement. Set all survivors' insanity to 0.

Approach the Noise - roll 1d10

1 2

The nominated survivor finds the remains of a friend. Their skinned face hangs from the belt of an imposing, unknown figure. Suffer -1 population. The survivor loses 1 courage.

At the start of the next showdown with the Butcher, place a miniature from your collection on Dreaded Trophies.

3 4 5

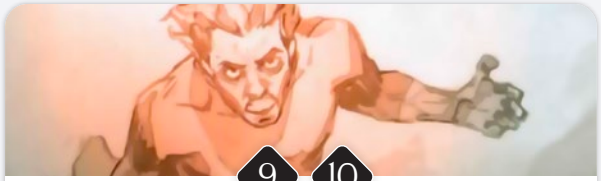
The survivor discovers intense eyes from within a mask glaring back. Icy breath heaves forcefully out of its nostrils as it leans close to the survivor's face.

The survivor flees, screaming for their life. Gain +1 understanding, lose 2 courage, and gain the **Post-Traumatic Stress** disorder.

6 7 8

The nominated survivor finds a freshly butchered beast. A torn cowl lies in its grip. The nauseating sight and smell twists the survivors insides. They gain +3 insanity.

If the survivor has 3+ courage, they boldly take an exposed organ from the spilled carcass. Gain 1 **organ** or 1 **hide** basic resource.



9 10

The survivor approaches the sickening sound just as an imposing figure turns to leave; satisfied with its bounty. Anger swells. The nominated survivor gains +1 understanding and the **Berserker** fighting art. A discarded piece of gear lies near the corpse. Gain the **Lantern Mantle** rare gear.

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